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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
10/660,271	09/11/2003	Peter J. Hanchar	WMS-024	5017

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EXAMINER

PIERCE, DAMON JOSEPH

ART UNIT	PAPER NUMBER
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3714

MAIL DATE	DELIVERY MODE
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10/03/2007

PAPER

Please find below and/or attached an Office communication concerning this application or proceeding.

The time period for reply, if any, is set in the attached communication.

Office Action Summary

Application No.

10/660,271

Applicant(s)

HANCHAR, PETER J.

Examiner

Damon Pierce

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-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTH(S) OR THIRTY (30) DAYS, WHICHEVER IS LONGER, FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

Status

- 1) ☒ Responsive to communication(s) filed on 02 July 2007.
- 2a) ☒ This action is **FINAL**. 2b) ☐ This action is non-final.
- 3) ☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

Disposition of Claims

- 4) ☒ Claim(s) 1-34 and 40-45 is/are pending in the application.
- 4a) Of the above claim(s) _____ is/are withdrawn from consideration.
- 5) ☐ Claim(s) _____ is/are allowed.
- 6) ☒ Claim(s) 1-34 and 40-45 is/are rejected.
- 7) ☐ Claim(s) _____ is/are objected to.
- 8) ☐ Claim(s) _____ are subject to restriction and/or election requirement.

Application Papers

- 9) ☐ The specification is objected to by the Examiner.
- 10) ☐ The drawing(s) filed on _____ is/are: a) ☐ accepted or b) ☐ objected to by the Examiner.
- Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).
- Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).
- 11) ☐ The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

Priority under 35 U.S.C. § 119

- 12) ☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).
- a) ☐ All b) ☐ Some * c) ☐ None of:
- ☐ Certified copies of the priority documents have been received.
 - ☐ Certified copies of the priority documents have been received in Application No. _____.
 - ☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).

* See the attached detailed Office action for a list of the certified copies not received.

Attachment(s)

- 1) ☒ Notice of References Cited (PTO-892)
- 2) ☐ Notice of Draftsperson's Patent Drawing Review (PTO-948)
- 3) ☐ Information Disclosure Statement(s) (PTO/SB/08)
Paper No(s)/Mail Date _____
- 4) ☐ Interview Summary (PTO-413)
Paper No(s)/Mail Date. _____
- 5) ☐ Notice of Informal Patent Application
- 6) ☐ Other: _____

DETAILED ACTION

Claim Rejections - 35 USC § 103

1. The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

(a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negated by the manner in which the invention was made.

The factual inquiries set forth in *Graham v. John Deere Co.*, 383 U.S. 1, 148 USPQ 459 (1966), that are applied for establishing a background for determining obviousness under 35 U.S.C. 103(a) are summarized as follows:

1. Determining the scope and contents of the prior art.
 2. Ascertaining the differences between the prior art and the claims at issue.
 3. Resolving the level of ordinary skill in the pertinent art.
 4. Considering objective evidence present in the application indicating obviousness or nonobviousness.
2. Claims 40-45 are rejected under 35 U.S.C. 103(a) as being unpatentable over US Pat. No. 6,623,006 to Weiss (Weiss) in view of US Pat. No. 6,665,175 to deBoer et al. (deBoer).

Regarding claim 40: Weiss discloses a gaming machine for conducting a wagering game, comprising: a housing (fig. 1, 10); a video display (fig. 1, 20); and a trunnion arrangement for mounting the video display to the housing (fig. 1, 30), the trunnion arrangement including a trunnion allowing for rotation about an axis of the video display between a game play and maintenance position allowing operator access to an interior area of housing (col. 4, 1-15, fig. 1, the pins allow rotation of display

allowing access to interior of machine). However, Weiss fails to disclose the trunnion arrangement including a pin structure to lock the display.

DeBoer discloses a trunnion arrangement including a pin structure ("pivot pin") to lock ("pivot lock") a display (col. 5, 39-60). DeBoer has motivation to lock the display in order to keep display from unwanted movement by user and Weiss has display that is capable of moving freely.

It would have been obvious to a person having ordinary skill in the art at the time the invention was made to combine the video display structure of Weiss with the pin and lock structure of deBoer in order to hold display in desired position by user.

Regarding claim 41: Weiss discloses the gaming machine of claim 40, wherein a trunnion is coupled to the video display (fig. 1, 30,32).

Regarding claim 42: Weiss discloses the gaming machine of claim 36, wherein the video display includes a trunnion bracket having the trunnion disposed thereon at the axis (fig. 1, 22,28).

Regarding claim 43: Weiss discloses the gaming machine of claim 37, wherein the trunnion bracket includes a first hole and a second hole disposed therein (fig. 1, 33).

Regarding claim 44: Weiss discloses the gaming machine of claim 35, wherein the housing includes a trunnion support configured to receive the trunnion (fig. 1, 34,36).

Regarding claim 45: Weiss discloses the gaming machine of claim 38, wherein the pin structure (fig. 1, 44) is disposed in the trunnion support, the pin structure being configured to project into the first hole to engage the video display in the game play

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position and to project into the second hole to engage the video display maintenance position allowing operator access to the an interior area housing (fig. 1, 44, col. 2, 23-30).

3. Claims 1-8, and 28-33 are rejected under 35 U.S.C. 103(a) as being unpatentable over Tai (US Patent #6644611) in view of deBoer et al. (US Patent #6665175).

Regarding claims 1 and 28: Tai discloses a gaming machine for playing a wagering game comprising (col. 1, line 40, "computer" is capable of playing wagering games): a video display assembly (fig. 1, 10, and 40 is capable of being used to display computer monitor) having a first side panel and a second side panel (fig. 1, the display device has a two side panels), the first side panel having a first hole (fig. 1, 13) and a second hole (fig. 1, 41) disposed therein, the second side panel being substantially parallel to the first side panel (fig. 1, 1st and 2nd panels are parallel to each other) trunnion attached to the first side panel of the video display assembly (fig. 1, 443); a second trunnion attached to a second side panel of the video display assembly (fig. 1, 452), a first trunnion support configured to receive the first trunnion (fig. 1, 13), the first trunnion support coupled to an interior surface of the gaming machine; a second trunnion support configured to receive the second trunnion, the second trunnion support coupled to a first interior surface of the gaming machine (fig. 1, 13); and a pull pin mounted in the first trunnion support, the pull pin configured to project into the first hole to engage the video display assembly in a game play position while the wagering game

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is being played and the video display is in operation, the pull pin configured to project into the second hole to engage the video display assembly in a maintenance position allowing operator access to an interior area of the gaming machine (fig. 1, 441). However, Tai fails to disclose the video display assembly including a video display located between the first side panel and the second side panel.

DeBoer discloses a video display assembly (fig. 1) including a video display (Abstract, "computer monitor"). It is knowledge generally available to one of ordinary skill in the art that a monitor is used to display output to the user.

It would have been obvious to a person having ordinary skill in the art at the time the invention was made to combine the video display assembly structure of Tai with the video monitor of deBoer in order to receive information from the system.

Regarding claim 2: Tai teaches the gaming machines of claim 1, except wherein the first trunnion is attached to the first side panel at a center horizontal rotating and the center vertical rotating axis of the video display assembly, and wherein the second trunnion is attached to the second side panel at the center horizontal rotating axis, the second trunnion projecting in a horizontal direction opposite the first trunnion. deBoer teaches where the trunnion is attached at the center horizontal rotating axis (fig. 1, #60). At the time the invention was made it would be a matter of obvious design choice to rotate around the center horizontal or vertical axis. The applicant has not disclose that rotating around the horizontal or vertical axis has provides an advantage or solves a certain problem It would have been obvious to one of ordinary skill in the art to locate the trunnion at the center of the horizontal or vertical rotating axis to allow easy

movement of a screen, where locating the rotation at the top or bottom of the screen would accomplish the same task.

Regarding claim 3: Tai teaches the gaming machine of claim 1, further comprising a first aperture disposed in the first trunnion support, the first aperture sized to receive the first trunnion, and a second aperture disposed in the second trunnion support, the second aperture sized to receive the second trunnion (fig. 1, 13).

Regarding claim 4, 30: Tai teaches the gaming machine of claim 1, wherein the first hole is located at a calculated distance from the first trunnion, and wherein the second hole is located at the calculated distance from the first trunnion ninety degrees from the first hole (fig. 2, 22).

Regarding claim 5: Tai teaches the gaming machine of claim 4, wherein the calculated distance is based on a size of the first side panel (fig. 2, 22). It is well known that for a larger screen the distance would have to be further to support the extra weight.

Regarding claim 6, 29: Tai teaches the gaming machine of claim 1, wherein the gaming machine further comprises a trunnion base attached to the interior surface, and wherein the first trunnion support and the second trunnion support are rigidly attached to the trunnion base (fig. 1, 40).

Regarding claim 7, 31: Tai teaches the gaming machine of claim 1, wherein the video display assembly is pivoted ninety degrees around the center horizontal rotating axis after the pull pin is disengaged from the first hole to allow the pull pin to project into the second hole. It would be a matter of design choice to have the video display be

able to pivot ninety degrees as shown in deBoer. Thereby allowing more angles of viewing by a user.

Regarding claim 8, 32: Tai teaches the gaming machine of claim 1, wherein the video display assembly is selected from the group consisting of a flat panel cathode ray tube assembly, a plasma display assembly, a liquid crystal display assembly and an organic liquid crystal display assembly (col. 1, 35-41).

4. Claims 9, 10, 33, and 34 are rejected under 35 U.S.C. 103(a) as being unpatentable over Tai and deBoer as applied to claims 1 and 28, above, and further in view of Hedrick et al. (US Patent #6135884).

Regarding claim 9, 33: Tai teaches the gaming machine of claim 1, except further comprising a controller, the controller operatively coupled to the video display assembly and a value input device of the gaming machine, the controller comprising a processor and a memory coupled to the processor of the controller, the controller being programmed to: detect a wager for game play at the gaming machine; cause a video image representing an outcome of the game play to be displayed on the video display assembly; and determine a value payout associated with the outcome. Hedrick teaches a gaming machine that detects a wager and gives a outcome of a game and determines a payout to that outcome. (col. 6, 6-35). It would have been obvious to one of ordinary skill in the art to combine the teachings of Tai with Hedrick so that a user using the gaming machine could input wagers and earn winnings. Giving a user a game machine that allows them to change the viewing angle.

Regarding claim 10, 34: Tai teaches the gaming machine of claim 1, except wherein the gaming machine is selected from the group consisting of a mechanical slot machine, a video slot machine, a video poker machine, a video blackjack machine, a video keno machine and a video bingo machine. Hedrick teaches a video slot machine (col. 6, 5-15). It would have been obvious to one of ordinary skill in the art to use the teaching of Tai and deBoer with the teachings of Hedrick to use a slot machine, to increase player excitement and allow them to change the viewing angle for there liking.

5. Claims 11-27 are rejected under 35 U.S.C. 103(a) as being unpatentable over US Pub. No. 2004/0018870 to Cole (Cole) in view of deBoer et al. (US Patent #6665175).

Regarding claims 11, and 19: Cole discloses a gaming machine with a trunnion mounted video display, the gaming machine comprising (fig. 4, fig. 8): a housing frame (paragraph 33, "housing") including an interior area (paragraph 33, "interior space") of the gaming machine, the housing frame having a bottom interior surface (paragraph 33, "bottom"); a video display (paragraph 66, "video screen) having a front panel, the front panel displaying video images associated with a wagering game at the gaming machine (paragraph 67, "front viewing side"); a first trunnion bracket (fig. 8, 218) rigidly attached to a first side panel of the video display (fig. 8, 222), having a first hole (fig. 8, 226) and a second hole (fig. 8, 224) disposed therein; a second trunnion bracket (fig. 218, the opposite side) rigidly attached to a second side panel of the video display (fig. 8, 220), the first trunnion bracket having a first trunnion (paragraph 100, "pins") disposed

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thereon and the second trunnion bracket having a second trunnion (paragraph 100, "pins"), the second trunnion projecting outward from the second trunnion bracket in a horizontal direction opposite the first trunnion (fig. 8, "pins" project towards the brackets), the second side panel substantially parallel to the first side panel (fig. 8, 220 and 222 are parallel to each other), the video display being between the first and second trunnion brackets (fig. 8, 190, goes between brackets); a first trunnion support coupled to the bottom interior surface (fig. 8, 218), the first trunnion support having a first saddle (fig. 8, 228, see opposite side) disposed therein, the first saddle sized to receive the first trunnion when the video display is mounted in the housing frame (fig. 8, 190, goes between brackets); a second trunnion support coupled to the bottom interior surface (fig. 8, 218), the second trunnion support having a second saddle (fig. 8, 228) disposed therein, the second saddle sized to receive the second trunnion when the video display is mounted in the housing frame (fig. 8, 190, goes between brackets); and a pull pin mounted in the first trunnion support, the pull pin projecting into the first hole to engage the video display in a game play position while the wagering game is being played and the video display is in operation, the pull pin projecting into the second hole to engage the video display in a maintenance position allowing operator access to the interior area (paragraph 100, "pins" goes into holes for support). However, Cole fails to disclose a first and second trunnion disposed thereon at a center horizontal rotating axis of the video display.

DeBoer discloses a first and second trunnion disposed thereon at a center horizontal rotating axis of the video display (fig. 4, 60) in order to have a plurality of

degrees of freedom of the display monitor (see Abstract). DeBoer has motivation to place first and second trunnion at center horizontal rotating axis of monitor screen in order to provide user advantageous orientation during use of screen (col. 2, lines 15-19).

It would have been obvious to a person having ordinary skill in the art at the time the invention was made to combine the video display assembly structure of Cole with the video monitor of deBoer in order to provide better ergonomics.

Regarding claim 12,20: Cole teaches the gaming machine of claims 11 and 19, wherein the first hole is located at a calculated distance from the first trunnion, and wherein the second hole is located at the calculated distance from the first trunnion ninety degrees from the first hole (fig. 8, holes on side of 230).

Regarding claim 13,21: Cole teaches the gaming machine of claims 12 and 20, wherein the calculated distance is based on a size of the first side panel (fig. 8, holes on side of 230). It is well known that for a larger screen the distance would have to be further to support the extra weight.

Regarding claim 14: DeBoer teaches the gaming machines of claim 11, wherein the first trunnion is attached to the first side panel at a center horizontal rotating and the center vertical rotating axis of the video display assembly, and wherein the second trunnion is attached to the second side panel at the center horizontal rotating axis, the second trunnion projecting in a horizontal direction opposite the first trunnion (fig. 1, #60). Furthermore, at the time the invention was made it would be a matter of obvious design choice to rotate around the center horizontal or vertical axis. The applicant has

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not disclose that rotating around the horizontal or vertical axis has provides an advantage or solves a certain problem It would have been obvious to one of ordinary skill in the art to locate the trunnion at the center of the horizontal or vertical rotating axis to allow easy movement of a screen, where locating the rotation at the top or bottom of the screen would accomplish the same task.

Regarding claim 15, 24: deBoer teaches the gaming machine of claims 11 and 19, wherein the video display assembly is pivoted ninety degrees around the center horizontal rotating axis after the pull pin is disengaged from the first hole to allow the pull pin to project into the second hole. It would be a matter of design choice to have the video display be able to pivoted ninety degrees as shown in deBoer. Thereby allowing more angles of viewing by a user.

Regarding claim 16, 25: Cole teaches the gaming machine of claims 11 and 19, wherein the video display assembly is selected from the group consisting of a flat panel cathode ray tube assembly, a plasma display assembly, a liquid crystal display assembly and an organic liquid crystal display assembly (Paragraph 67, LCD screen).

Regarding claim 17,26: Cole teaches the gaming machine of claims 11 and 19, further comprising a controller, the controller operatively coupled to the video display assembly and a value input device of the gaming machine, the controller comprising a processor and a memory coupled to the processor of the controller, the controller being programmed to: detect a wager for game play at the gaming machine; cause a video image representing an outcome of the game play to be displayed on the video display assembly; and determine a value payout associated with the outcome (Paragraphs 45

and 48, "controller", it is well known that video gaming devices are programmed to respond to wagers and allow a player the chance to win or receive an outcome after his/her wager has been accepted).

Regarding claim 18, 27: Cole teaches the gaming machine of claims 11 and 19, wherein the gaming machine is selected from the group consisting of a mechanical slot machine, a video slot machine, a video poker machine, a video blackjack machine, a video keno machine and a video bingo machine (Paragraph 39, "slot-type machines", Paragraph 4, "video gaming device").

Regarding claim 22: Cole teaches the gaming machine of claim 19, wherein the gaming machine further comprises a trunnion base attached to the interior surface, and wherein the first trunnion support and the second trunnion support are rigidly attached to the trunnion base (fig. 8, 220).

Regarding claim 23: Cole and deBoer teaches the gaming machine of claim 19, where it is fully capable of using a bearing pocket for smooth use of the trunnion. It is well known to use a bearing for a rotating member to allow smooth movement and longevity of the moving member.

Conclusion

6. **THIS ACTION IS MADE FINAL.** Applicant is reminded of the extension of time policy as set forth in 37 CFR 1.136(a).

A shortened statutory period for reply to this final action is set to expire **THREE MONTHS** from the mailing date of this action. In the event a first reply is filed within **TWO MONTHS** of the mailing date of this final action and the advisory action is not

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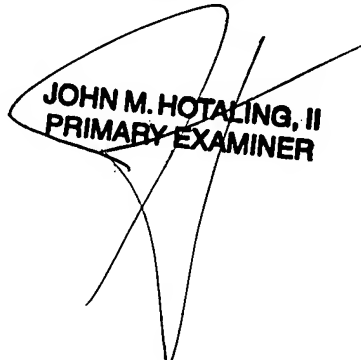
mailed until after the end of the THREE-MONTH shortened statutory period, then the shortened statutory period will expire on the date the advisory action is mailed, and any extension fee pursuant to 37 CFR 1.136(a) will be calculated from the mailing date of the advisory action. In no event, however, will the statutory period for reply expire later than SIX MONTHS from the mailing date of this final action.

7. Any inquiry concerning this communication or earlier communications from the examiner should be directed to Damon Pierce whose telephone number is 571-270-1997. The examiner can normally be reached on Mon - Friday 8:30am to 5:00pm.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, John Hotaling can be reached on 571-272-4437. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

8. Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see <http://pair-direct.uspto.gov>. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free). If you would like assistance from a USPTO Customer Service Representative or access to the automated information system, call 800-786-9199 (IN USA OR CANADA) or 571-272-1000.

DJP


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PRIMARY EXAMINER